I claim:

1. A method of operating multiple-player video game systems, the method comprising the steps of:

(a) registering a first video game system and a second video game system with a messaging server;

(b) generating in said first video game system a plurality of digital game data records representing sequential changes in a simulated game world generated by said first video game system executing a multiple-player game program;

(c) transmitting said digital game data records to said messaging server to represent said sequential changes in said simulated game world;

(d) receiving said digital game data records from said messaging server into said second video game system that is executing a duplicate of said multiple-player game program;

(e) generating in said second video game system data representing a duplicate of said simulated game world in accordance with said sequential changes represented by said received digital game data records;

(f) generating first picture data in said second video game system for display as a picture of an object moving in said simulated game world in accord with said sequential changes in said simulated game world;

(g) transmitting said digital game data representing said sequential changes from said second video game system through a data transmission link to data memory in a portable game system;

(h) generating in said portable game system data representing a portion of said simulated game world in accordance with said sequential changes represented by said transmitted digital game data;

(i) generating second picture data in said portable game system of an object moving in said simulated game world in accord with said sequential changes therein; and

(j) displaying said second picture data on a discrete display device in said portable game system.

2. The method of claim 1, wherein said discrete display device is an LCD device on said portable game system.

3. The method of claim 1, wherein said moving object in said second picture data is an animated character with plural articulated body parts that are programmed to move in said second picture data in response to manual operation of at least one manual control device controlling said first video game system.

4. The method of claim 1, wherein some of said sequential changes specify a sequence of 3D locations of a player controlled object moving in said simulated game world.

5. The method of claim 1, wherein some of said sequential changes specify a sequence of 3D directions of a player controlled object moving in said simulated game world.

6. The method of claim 1, wherein some of said sequential changes specify a sequence of angular orientations of a player controlled object moving in said simulated game world.

7. The method of claim 1, further comprising the step of transmitting game data from said second video game system to said portable game system to specify a 3D point of view location in said simulated game world.

8. The method of claim 1, further comprising the step of transmitting game data from said second video game system to said portable game system to specify which object in a plurality of alternative objects is displayed on said discrete display device.

9. A method of operating multiple-player video game systems, the method comprising the steps of:

(a) registering a first video game system and a second video game system with a messaging server;

(b) generating in said first video game system a plurality of digital game data records representing sequential changes in a simulated game world generated by said first video game system executing a multiple-player game program;

(c) transmitting said digital game data records through a data communications network to said second video game system in accordance with network addresses supplied by said messaging server;

(d) receiving said digital game data records into said second video game system that is executing a duplicate of said multiple-player game program;

(e) generating in said second video game system second data representing a duplicate of said simulated game world in accordance with said sequential changes represented by said received digital game data records;

(f) generating first picture data in said second video game system for display as a picture of an object moving in said simulated game world in accord with said sequential changes in said simulated game world;

(g) transmitting said digital game data representing said sequential changes from said second video game system through a data transmission link to data memory in a portable game system;

(h) generating in said portable game system data representing a portion of said simulated game world in accordance with said sequential changes represented by said transmitted digital game data;

(i) generating second picture data in said portable game system of an object moving in said simulated game world in accord with said sequential changes therein; and

(j) displaying said second picture data on a discrete display device in said portable game system.

10. The method of claim 9, wherein said discrete display device is an LCD device on said portable game system.

11. The method of claim 9, wherein said moving object in said second picture data is an animated character with plural articulated body parts that are programmed to move in said second picture data in response to manual operation of at least one manual control device controlling said first video game system.

12. The method of claim 9, wherein some of said sequential changes specify a sequence of 3D locations of a player controlled object moving in said simulated game world.

13. The method of claim 9, wherein some of said sequential changes specify a sequence of 3D directions of a player controlled object moving in said simulated game world.

14. The method of claim 9, wherein some of said sequential changes specify a sequence of angular orientations of a player controlled object moving in said simulated game world.

15. The method of claim 9, further comprising the step of transmitting game data from said second video game system to said portable game system to specify a 3D point of view location in said simulated game world.

16. The method of claim 9, further comprising the step of transmitting game data from said second video game system to said portable game system to specify which object in a plurality of alternative objects is displayed on said discrete display device.